

SOUTH PINE COMPLEX GAME DAY FIELD USAGE INSTRUCTIONS (ALL TEAMS)

SOUTH PINE 1 / SOUTH PINE 2 (FULL FIELD)

First game of the session

1. Remove goal mouth protection and place neatly behind the goals at either end on the ground (no warm ups in goal mouths please)
2. Check field to ensure that no dangerous objects or hazards exist
3. Insert corner flags obtained from roller door storage facility next to South Pine 1
4. Check that nets are secured and safe
5. Appoint a ground official asap. Bright vests are available from back door of canteen which is accessible with coaches key (first aid room). Ensure that ground official escorts referees to and from their room.
6. Control field with at least one ground official.
7. Medical Assistance – Ice available from freezer in first aid room.
8. Handover to next team either physically or by putting bright vests back in the first aid room

****Defibrillator on the wall in first aid room****

Middle games of the session

1. Check field to ensure that no dangerous objects or hazards exist
2. Check that nets are secured and safe
3. Appoint a ground official asap. Bright vests are available from back door of canteen which is accessible with coaches key (first aid room). Ensure that ground official escorts referees to and from their room.
4. Control field with at least one ground official.
5. Medical Assistance – Ice available from freezer in first aid room.
6. Handover to next team either physically or by putting bright vests back in the first aid room

****Defibrillator on the wall in first aid room****

Last game of the session

1. Check field to ensure that no dangerous objects or hazards exist
2. Check that nets are secured and safe
3. Appoint a ground official asap. Bright vests are available from back door of canteen which is accessible with coaches key (first aid room). Ensure that ground official escorts referees to and from their room.
4. Control field with at least one ground official.
5. Medical Assistance – Ice available from freezer in first aid room.
6. Reinstall goal mouth protection in both goal mouths (should be lying on ground behind the goals)
7. Lock up facility if you are last game of the day / night (if unsure check with Canteen or team managers at other games).

****Defibrillator on the wall in first aid room****

SOUTH PINE 3 / SOUTH PINE 4 (FULL FIELD)

First game of the session

1. Place removeable goals in position and ensure they are secured in accordance with FQ Goalpost Safety Flyer (Pegs and Hammer are available in Roller door storage area next corner post / corner field on field 1)
2. Check field to ensure that no dangerous objects or hazards exist
3. Insert corner flags obtained from roller door storage facility next to South Pine 1
4. Check that nets are secured and safe
5. Appoint a ground official asap. Bright vests are available from back door of canteen which is accessible with coaches key (first aid room). Ensure that ground official escorts referees to and from their room.
6. Control field with at least one ground official.
7. Medical Assistance – Ice available from freezer in first aid room.
8. Handover to next team either physically or by putting bright vests back in the first aid room

****Defibrillator on the wall in first aid room****

Middle games of the session

1. Check field to ensure that no dangerous objects or hazards exist
2. Check that goals / nets are secured and safe in accordance with FQ Goalpost Safety Flyer
3. Appoint a ground official asap. Bright vests are available from back door of canteen which is accessible with coaches key (first aid room). Ensure that ground official escorts referees to and from their room.
4. Control field with at least one ground official
5. Medical Assistance – Ice available from freezer in first aid room.
6. Handover to next team either physically or by putting bright vests back in the first aid room

****Defibrillator on the wall in first aid room****

Last game of the session

1. Check field to ensure that no dangerous objects or hazards exist
2. Check that goals / nets are secured and safe in accordance with FQ Goalpost Safety Flyer
3. Appoint a ground official asap. Bright vests are available from back door of canteen which is accessible with coaches key (first aid room). Ensure that ground official escorts referees to and from their room.
4. Control field with at least one ground official.
5. Medical Assistance – Ice available from freezer in first aid room.
6. If no games are scheduled the following day for the field take all pegs out and place in bucket in roller door area next corner post / corner field on field 1. Then push the goals off the field well away from the penalty area towards the turf farm side.
7. Lock up facility if you are last game of the day / night (if unsure check with Canteen or team managers at other games).

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SOUTH PINE 5 (U12s – MINIROOS FIELD)

First game of the session

1. Place removeable goals in position and ensure they are secured in accordance with FQ Goalpost Safety Flyer (Pegs and Hammer are available in Roller door storage area next corner post / corner field on field 1) – Because they are smaller goals no more than 4 / 5 pegs should be required per goal.
2. Check field to ensure that no dangerous objects or hazards exist
3. Insert corner flags obtained from roller door storage facility next to South Pine 1
4. Check that goals / nets are secured and safe in accordance with FQ Goalpost Safety Flyer
5. Appoint a ground official asap. Bright vests are available from back door of canteen which is accessible with coaches key (first aid room). Ensure that ground official escorts referees to and from their room.
6. Control field with at least one ground official.
7. Medical Assistance – Ice available from freezer in first aid room.
8. Handover to next team either physically or by putting bright vests back in the first aid room

****Defibrillator on the wall in first aid room****

Middle games of the session

1. Check field to ensure that no dangerous objects or hazards exist
2. Check that nets are secured and safe
3. Appoint a ground official asap. Bright vests are available from back door of canteen which is accessible with coaches key (first aid room). Ensure that ground official escorts referees to and from their room.
4. Control field with at least one ground official.
5. Medical Assistance – Ice available from freezer in first aid room.
6. Handover to next team either physically or by putting bright vests back in the first aid room

****Defibrillator on the wall in first aid room****

Last game of the session

1. Check field to ensure that no dangerous objects or hazards exist
2. Check that nets are secured and safe
3. Appoint a ground official asap. Bright vests are available from back door of canteen which is accessible with coaches key (first aid room). Ensure that ground official escorts referees to and from their room.
4. Control field with at least one ground official.
5. Medical Assistance – Ice available from freezer in first aid room.
6. If no games are scheduled the following day for the field take all pegs out and place in bucket in roller door area next corner post / corner field on field 1. Then push the goals off the field well away from the penalty area towards the turf farm side.
7. Lock up facility if you are last game of the day / night (if unsure check with Canteen or team managers at other games).

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SOUTH PINE 3A / SOUTH PINE 3B (HALF FIELD – U10s / U11s)

First game of the session

1. Place removeable goals in position and ensure they are secured in accordance with FQ Goalpost Safety Flyer (Pegs and Hammer are available in Roller door storage area next corner post / corner field on field 1). Because they are smaller goals no more than 3 / 4 pegs should be required per goal.
2. Check field to ensure that no dangerous objects or hazards exist
3. Check that nets are secured and safe
4. Appoint a ground official asap. Bright vests are available from back door of canteen which is accessible with coaches key (first aid room). Ensure that ground official keeps referees safe and protected from before start of game to post the completion of the game.
5. Control field with at least one ground official.
6. Medical Assistance – Ice available from freezer in first aid room.
7. Handover to next team either physically or by putting bright vests back in the first aid room

****Defibrillator on the wall in first aid room****

Middle games of the session

1. Check field to ensure that no dangerous objects or hazards exist
2. Check that goals / nets are secured and safe in accordance with FQ Goalpost Safety Flyer
3. Appoint a ground official asap. Bright vests are available from back door of canteen which is accessible with coaches key (first aid room). Ensure that ground official keeps referees safe and protected from before start of game to post the completion of the game.
4. Control field with at least one ground official
5. Medical Assistance – Ice available from freezer in first aid room.
6. Handover to next team either physically or by putting bright vests back in the first aid room

****Defibrillator on the wall in first aid room****

Last game of the session

1. Check field to ensure that no dangerous objects or hazards exist
2. Check that goals / nets are secured and safe in accordance with FQ Goalpost Safety Flyer
3. Appoint a ground official asap. Bright vests are available from back door of canteen which is accessible with coaches key (first aid room). Ensure that ground official keeps referees safe and protected from before start of game to post the completion of the game.
4. Control field with at least one ground official.
5. Medical Assistance – Ice available from freezer in first aid room.
6. Remove pegs and place in bucket in roller door area next corner post / corner field on field 1.
7. Push the goals off the field and stack neatly on the turf farm side.
8. Lock up facility if you are last game of the day / night (if unsure check with Canteen or team managers at other games).

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